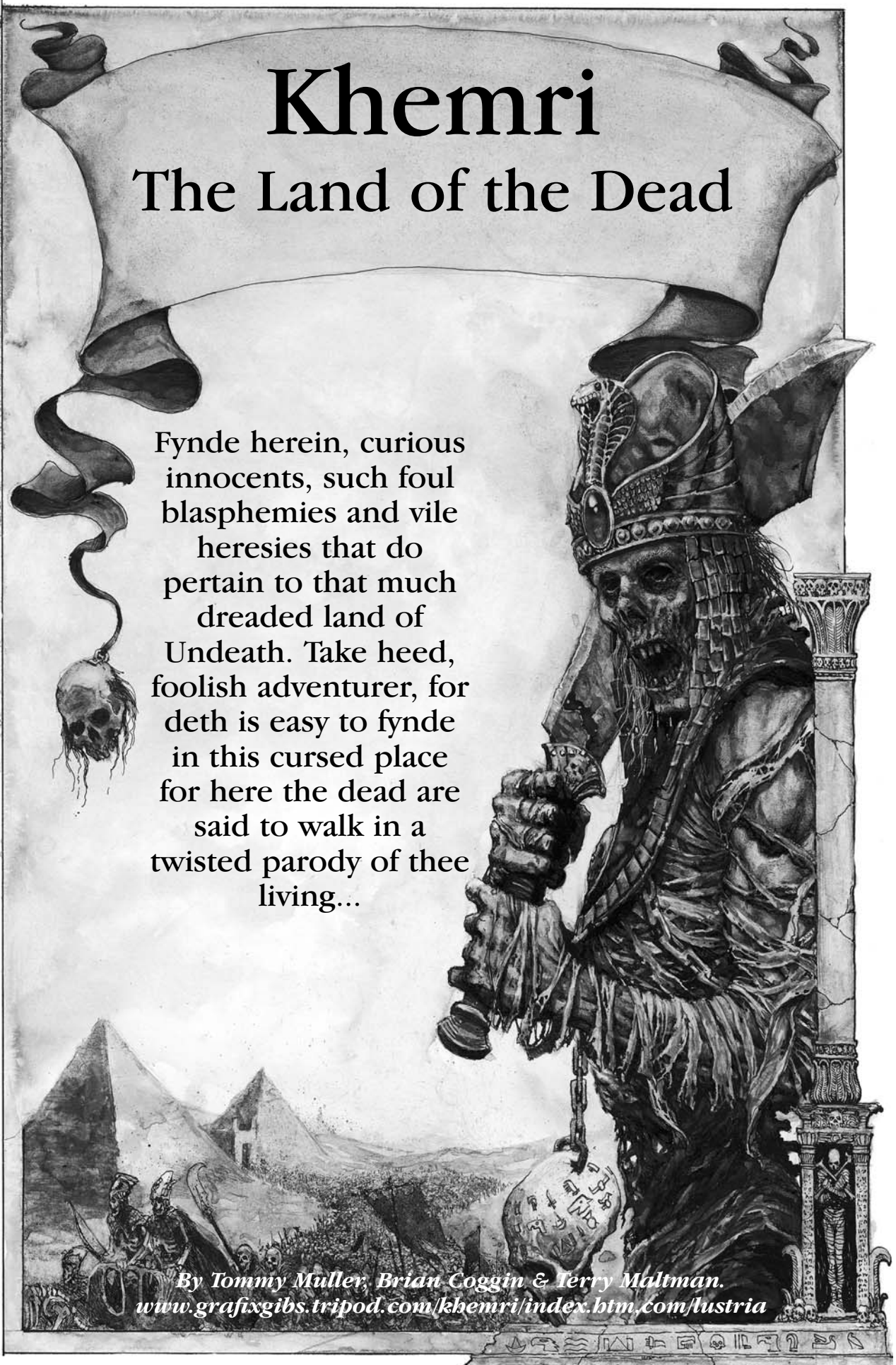


Khemri

The Land of the Dead

Fynde herein, curious
innocents, such foul
blasphemies and vile
heresies that do
pertain to that much
dreaded land of
Undeath. Take heed,
foolish adventurer, for
deth is easy to fynde
in this cursed place
for here the dead are
said to walk in a
twisted parody of thee
living...



By Tommy Muller, Brian Coggin & Terry Maltman.
www.grafxgibs.tripod.com/khemri/index.htm, www.lustria.com

The Land of the Dead

'Listen closely brave warrior for what you bear today may save you from a fate far worse than death... you don't believe me eh? There are few in the Old World who have even heard mention of the ancient land of Nebekhara but here under the burning desert sun tis enough to freeze a man's blood. Few even of the wise Tuareg, the Gods preserve them, still remember the names of the cities of humanity's oldest civilisation: Khemri, Labmia, Mabarak, Lybaras, Zandri, Quatar and Numas. The Crusaders came to cleanse the heathen of thrice-cursed Sultan Jaffar, but when they returned to your lands of the north few would talk of the horrors they bore witness to. Legends persist of fabulous treasures, of mountains of sparkling gemstones, of monstrous statues of solid gold and obsidian. And the wise know why it all lies untouched...

Are you brave enough to go in search of riches where dead men walk?'

THE LAND OF NEHEKHARA

The location of this long dead and forgotten land is to the south-east of the Old World, in the area now better known as the Land of the Dead. This ancient civilisation fell centuries ago in a brutal civil war. In pyramids buried beneath the desert sands Liche Lords and Mummy Tomb Kings rule over legions of corpses, their servants in death as they were in life. In musty crypts of dead noblemen, tomb robbers freeze in terror when they hear the rustle of rotting rags and ancient bones.

Today the Land of the Dead is a wilderness of sand. The great river is poisonous and blood-coloured, providing no relief to the thirst of adventurers and tomb raiders. The cities are empty of life, crumbled ruins on the edge of the great necropolises. The roads have long been buried by the shifting sands, leaving only a few toppled statues and wind-eroded monuments to mark their presence. It has been rumoured that the ancient tombs contain magnificent riches and treasures, however here the dead walk. Despite these superstitions groups of adventurers, the foolhardy and the greedy, risk all on the chance of fabulous wealth.

At the heart of this vast deserted realm lies the cursed city of Khemri, in the centre of which rise two of the mightiest structures ever created by man. One is the awesome Great Pyramid of Khemri, which rises a hundred times the height of a man above the ancient

ruins. The other dwarfs even this mighty edifice; the famed Black Pyramid of Nagash, the Great Necromancer – a wonder and terror to all who behold it. Scattered about the feet of these structures are the tombs and crypts of kings and lesser nobles that make up the city of Khemri.

Back in ancient times, before the catastrophe, the ruling king, his family and trusted advisors were entombed in great sarcophagi and huge pyramids. As each generation passed larger and more elaborate tombs were built until in the deserts beyond each city stood a necropolis – a city of the dead – and as the years passed these cities became bigger than the towns of the living. The tombs were guarded by titanic statues of mythical beasts and fortified like great keeps, built to keep their inhabitants secure throughout all eternity. Bridges spanned the gaps between the doorways on the pyramid tops and cities grew into a vast interlined jumble of structures. Unquiet spirits who perform ancient rituals in worship to the Great Necromancer stalk the streets of this grotesque parody of a city to this day.

With the coming of Nagash and his great ritual the inhabitants of the necropolises were brought back to the land of the living. The kings and lords once more command their legions, but they are now undead automatons. On certain dark nights the corpses of the dead stir from their homes and go about their business in a grim parody of their former lives. They repair the time-eroded tombs and patrol the boundaries of their necropolis.

PRECIOUS THINGS...

When the Tomb Kings and their courtiers were interred in the magnificent necropolises they were buried with the fabulous wealth and goods they would require when they were reawakened. They surrounded themselves with all of the luxuries to equip themselves in their future existence. Slaves were put to death to sate their every need and desire.

When Nagash reanimated them





Map of the Ancient land of Nehekbara scribed by
the Arabian scholar and cartographer Kashaff
Wallayaf.

Khemri – The Land of the

prematurely they found themselves imprisoned in their dead mummified bodies. Despite having no use for their treasure they guard it with a ferocity born of an eternal frustration and hatred.

The stories of the treasures of the Tomb Kings have persisted down the ages. Generations of thieves and tomb robbers have tried their luck at finding the valuables. Not all of the treasure is gold or jewels. The Liche Priests of ancient Khemri were masters of the necromantic arts. Their secret writings and papyri are eagerly sought by present day necromancers, mages and seekers of forbidden knowledge. The ultimate prize for a necromancer would be one of the fabled volumes of the Book of Nagash – the feared Liber Mortis. It is reputed that just a single page from one of these evil books has driven lesser-willed men to insanity.

Today much of the desert lands are inhabited by the Araby Nomads. They mainly keep themselves to the less inhospitable margins of the desert and avoid the accursed necropoli. Every now and again a bold, some would say foolish, sheikh of Araby will rouse his bedouins to raid the crumbling necropolises. They know full well the horrors they may encounter. The tales of old are kept alive by their storytelling traditions.

WARBANDS

This setting is written with a specific theme in mind and while you can use any warband in this setting some of them are not appropriate. The greed of humanity is too well known and all are willing to risk their lives in search of treasure. Norse and Pirate warbands may be a stretch in the Land of the Dead as they prefer the open seas or coastal raids. Halfling warbands are more at home in the Old World. Lustrian warbands, such as Amazons, aren't likely to leave their rainforest for a desolate desert. There will, of course, be Mummy Tomb Prince's guardians and their arch-enemies the Crusaders. In addition, there are treacherous Hobgoblin Raiders and Arabian Nomads hailing from the desert fringes. There will only be room for so many warbands in this series of articles. We have many more such as Necromancer and Mage warbands which will be published on the website:

<http://grafixgibs.tripod.com/Khemri/index.htm>

Running a Campaign

A campaign set in the Land of the Dead uses the rules from the Mordheim rulebook, with a number of important exceptions that are detailed below.

PRE-BATTLE SEQUENCE

Just as with a Mordheim game you must generate the scenario and set up the terrain that you are going to play on. This can be done in any way that all players agree on – we fully encourage experimenting with different set-ups or altering scenarios! These games are meant to be fun and we do not in any way wish to restrict the players with a certain style of play. You have our full blessing to alter our rules, warbands and scenarios in any way that you like. We are however very interested in hearing of your experiences and campaigns so do send your feedback.

1. Generate the scenario and set up the battlefield.
2. Generate the weather condition.
3. Expend water units.



SCENARIO AND SET UP

The player with the lowest warband rating rolls on the Scenario table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player can choose which he is. Roll for warriors with old battle wounds to see whether they can participate in the battle or not and set up the terrain and warbands according to rules for the scenario that you are playing. If you wish you can play a tunnel scenario instead, see the Tunnel rules section for details.

Use these scenario tables instead of the one on page 126 in the Rulebook. We have included a separate table for multi-player scenarios.



2D6 Two-player scenarios

- | | |
|-----|--|
| 2 | The Warband with the lower rating chooses which scenario is played |
| 3 | Hidden Treasure |
| 4 | Defend the Find |
| 5 | Breakthrough |
| 6-8 | Skirmish |
| 9 | Defend the Oasis |
| 10 | Defend the Tomb |
| 11 | Chance Encounter |
| 12 | The Warband with the lower rating chooses which scenario is played |

2D6 Multi-player scenarios

- | | |
|-----|--|
| 2 | The Warband with the lower rating chooses which scenario is played |
| 3 | Monster Hunt |
| 4 | Tomb Raid |
| 5-6 | Treasure Hunt |
| 7 | Desert Skirmish |
| 8-9 | Ambush |
| 10 | Protect the Prince |
| 11 | One man's Rescue |
| 12 | The Warband with the lower rating chooses which scenario is played |

Where the scenario refers to Wyrdstone, substitute artefacts and items of treasure which have an equivalent value.



WEATHER CONDITIONS

'We made it to the oasis. There was no sign of the undead until we topped that last dune. They rose from the ground and attacked. The air felt strange like some doom approaching. That's when I saw the cloud of dust approaching fast. In a matter of minutes it was upon us. Four of my men were knocked down and I lost one due to the storm. At least it saved us from the Undead...'



Roll on the chart below before the start of the game. Weather effects confer no penalty to Undead unless this is explicitly stated in either the scenario special rules or the rules of the weather effect, however Undead warbands

often contain living warriors that are affected as normal. Weather will not affect either warband if you are playing a tunnel scenario, but any water units that are lost due to the weather are still lost.

2D6 Weather Conditions

- | | |
|-------|--|
| 2 | Rain!: If its not too hot its too wet, a freak rainstorm has started and is soaking everything. All missile weapons are at a -1 to hit due to the poor visibility. In addition black powder weapons may not be used. Mummies ignore the flammable rule for this battle. All warbands have their water stash filled to its maximum. |
| 3 | Hot as Hades: The hot sun is beating down upon the parched desert. All warriors suffer a penalty of -2 to WS and BS. In addition the warband uses up one additional water unit per member. If you have too few units left to supply the warband then each warrior that didn't get any suffer from mirages in addition to any other dehydration effect. A model that suffers from mirages must roll a D6 for each of his hand-to-hand combat attacks or shooting attacks, on the roll of 6 he attacks the mirage and the attack is wasted. |
| 4-9 | No adverse conditions: The desert is harsh as usual but there are no additional effects. |
| 10-11 | Hot: The heat is unbearable today. All models suffer -1 to WS and BS. In addition the warband uses up an additional D6 water units. If you have too few units left to supply the warband then each model that didn't get any suffer from mirages (see above). |
| 12+ | Dust Storm: The warbands are surprised by a dust storm just as they prepare for battle. A dust storm will hit the battlefield for the first D3+2 turns, no missile attacks are possible, no model may run and can only charge his normal movement, no spells may be cast and no model may benefit from the leader's Ld. |



Khemri – The Land of the

WATER

Water is a crucial resource in the desert, to the Arabs it is considered more valuable than gold. In the desert to run out of water is certain death.



Water is recorded on each warband roster in exactly the same manner as stash. Each water unit that the warband carries adds one to the water 'stash' for the warband. Each unit that the warband uses up reduces the water stash by one. If the water stash drops to zero the warband is in serious trouble. Each member of the warband may carry a number of units equal to his Strength, and the total number of units is the maximum number for the water stash. All warbands start with a full water stash.

Obviously it will arise that warriors would also like to carry treasure that they have plundered and this inevitably lowers the amount of water that they can carry. This is represented by the burden limit, which is the total Strength value of all of the warband's members. The burden limit is most often the same value as the maximum water stash value. Water units and treasure units both use up one point of Strength.

After a battle, and after you have rolled for exploration and serious injuries, add up the treasure and water unit totals. This total may not

exceed the burden limit, and may consist of any ratio of treasure to water. Water and treasure units that exceed the burden limit are lost. Note that the burden limit and water stash will be affected by members that die, suffer serious injuries or receive lowered Strength due to water shortage or extreme weather conditions. You do not lose water or Treasure units even if some of your members die, to keep the book keeping to a minimum the units are pooled after each game when you check the burden limit.

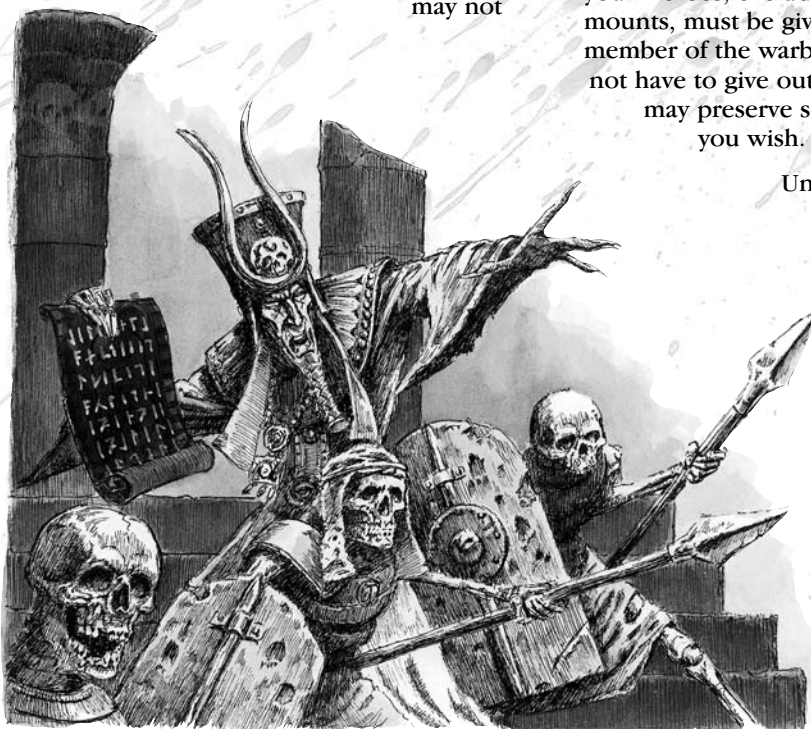
Example: A warband consists of a hero with Strength 4, 8 warriors each with Strength 3 and a horse with Strength 3. The burden limit is 34 ($4 + 8 \times 3 + 2 \times 3 = 34$). The warband could therefore carry 12 units of water and 22 units of treasure or 4 of water and 30 of treasure (or any other combination). If they had a combined total of treasure and water of 38 units then they must discard 4 units.

Water Expenditure

Water units are expended before the start of each game. Each model in the warband uses up 1 water unit, each large creature or animal (as stated in the creature's special rules) uses up an additional 1 unit. In addition certain weather conditions will force the warband to use up more units.

A warband may choose to refuse water to certain members in order to preserve water for more important warband members. All your Heroes, excluding accompanying mounts, must be given water before any other member of the warband is given water. You do not have to give out all of your water, you may preserve some for the next battle if you wish.

Undead warriors do not require water, but any living member in their warband does. Undead warriors capable of using weapons are allowed to carry water and treasure. This usually means that the Undead warband has a high water stash and that their animals are not likely to suffer from lack of water.



Lack of Water

A warband without water will soon begin to suffer ill effects. Before every game each member of the warband who hasn't been given any water must pass a Toughness test. A successful test means that he was able to resist the effects of the lack of water. A failed test means he has succumb to this lack of water. Roll on the Dehydration table to determine the effect. If the warrior is without water for several battles in a row he adds +1 to the roll for each time that he failed his Toughness test.

1D6 Effects of Dehydration

- 1 *Parched:* The warrior cannot speak as his mouth is too dry. He may no longer extend his Leadership to nearby models. This primarily affects any model with the Leader ability or any ability/skill with a similar effect, and he may not cast spells as he can't voice the incantations.
- 2 *Light-Headed:* The warrior gets knocked out on a 2+ instead of a 3+ on the injury table.
- 3 *Weakened:* The warrior starts the game with Toughness and Strength reduced by -1.
- 4 *Exhaustion:* For each round after the first in a single hand-to-hand combat, the warriors Strength is lowered by -1. Note that this only applies to subsequent turns of the same combat, as long as each combat is only one turn long the warrior has time to recover. If the warrior's Strength is reduced to zero he automatically goes Out of Action.
- 5 *Confused:* The warrior has to take a Leadership test whenever he wishes to move. A failed test means that he moves D6" in a randomly determined direction. If a warrior is forced to flee, he must pass a Leadership test in order to flee per the normal rules – if he fails the test he is removed as a casualty as he trips and falls.
- 6 *Passed out:* The warrior cannot participate in this battle and cannot carry any treasure or water after the battle.



Animals

Animals are warriors that cannot use equipment cannot carry water or treasure (dogs, Possessed, etc). Ridden animals are able to carry units just as any other model, however most animals have the *Beast of Burden* special rule (see Equipment section) which allows them to carry twice their Strength value. However with their increased load they use up three water units instead of two. If they are carrying no more than their Strength value then they only use two water units as normal. In the case of riding mounts the warrior has to fight on foot if his mount is exhausted or collapses. If the warrior is a henchman in a group that are all mounted, he cannot participate in battle until his mount is replaced. This is partly to keep things simple, and not split up a henchman group, it also illustrates how specialised the warrior is at fighting mounted. Animals that are not given water use the Dehydration table below.



1D6 Effects of Animal Dehydration

- 1-2 *Steadfast:* The animal is able to carry on as normal, no penalties apply.
- 3-5 *Exhausted:* The animal is able to keep up with the warband but is unable to fight or carry any treasure or water.
- 6 *Collapse:* The animal was not able to withstand the heat and lack of water and collapses exhausted. The animal has to be abandoned in the desert and is considered to be dead.

Acquiring Water

A warband can refill their water supply in a number of ways. Water can be bought at a trading post, it can be gathered during rain, there are rare pools located in the tombs and there are occasional oases that aren't poisoned. If the warband finds a source of water they may gather as many water units as they wish, as long as it they don't exceed the burden limit. Water can be sold in the Trading phase just as any other equipment, the price depends on the nature of the Supply Source. Water cannot be sold in a Supply Source that offers you free water.

Khemri – The Land of the

POST-BATTLE SEQUENCE

After the battle is over, both players work their way through the following sequence. You do not have to complete Trading, Recruitment and Updating your warband roster straight away. However all rolls must be made in front of the other player, or a third party.

1. Work out injuries.
2. Allocate experience.
3. Roll on the Exploration chart.
4. Check the Burden Limit.
5. Locate a Supply Source.
6. Recruitment and trading.
7. Update your warband roster.

INJURIES

Determine the injuries for each warrior who is Out of Action at the end of the game. See Serious Injuries on page 118 in the Mordheim Rulebook. A warrior that is unable to participate in the next battle is not allowed to carry water or treasure and will automatically fail his Toughness test if he is not given water.

EXPERIENCE

Heroes and Henchmen groups gain experience for surviving battles. See the Experience section on page 120 in the Mordheim Rulebook and Scenarios section for details.

BURDEN LIMIT

Calculate the burden limit as in the Water section above. Discard any water or treasure that exceeds the burden limit.

SUPPLY SOURCES

Unlike Mordheim, where plenty of settlements are near the city and readily accessible to warbands, the clusters of tombs and necropoli are isolated and far from civilisation. To make matters worse they are within the most desolate and vile clutches of the desert, which is barely habitable. This makes the exploration of the tombs much more complicated as warbands find themselves far from their source of supply. Often enough missing treasure hunters will be found buried in the sand, killed not by the dangers within the tombs or by another warband, but by the harsh conditions of the desert. Yet there are sources of supply and water in the desert, scarce as they may be. These may come in the form of the last of the great cities that once populated Nehekara, travelling merchants looking to take advantage of ill-equipped treasure hunters or even a secret and beautiful oasis where travelling caravans and nomadic tribes make their stops.

RECRUITMENT AND TRADING

If you successfully located a Supply Source you may add extra warriors to your warband and buy new equipment as described in the Trading section on page 144 in the Mordheim rulebook. However use the special Land of the Dead Trading Chart instead of the chart from Mordheim, notice that some prices and availability are different from those listed in the Mordheim rulebook.

UPDATE YOUR WARBAND ROSTER

You are now ready to fight again, make sure that you have recorded all the changes to the warband and calculated your new Warband Rating.

NEXT ISSUE...

Our exploration continues with new rules, warbands equipment and more.



Khemri – The Land of the

Day 23

We met a band of nomads earlier today. A strange people – almost every inch of their countenance covered in heavy clothing, despite the constant heat of the day. Ibn translated their harsh tongue and they warned us not to go any further alone especially during the hours of darkness. Can you believe the superstition and ignorance of these heathen? No-one has been near any of these ancient pyramids for thousands of years – the most we may face is a tomb robber or two, who will be easily scared off by our swords.

Day 24

We camp tonight outside the great pyramid of which I spoke yesterday. Truly these monoliths cannot have been made by men – I fear that even the greatest architects in Altdorf could not construct such wondrous yet sinister structures. Our faithful guide, Ibn Muhaffa, dislikes making camp so close to these mysterious remnants of a bygone age – these locals are a superstitious lot but we have Sigmar to protect us. Tonight we sleep, and the dawn will bring wealth unimagined! Ibn takes the first watch. I can barely contain my excitement, for tomorrow we will all be rich.

Day 25

Ibn allowed me to sleep through my watch, the fool. When I awoke, he was gone. I do not know where. That is a concern for later as we will need a new translator when I return to the encampment of Sheikh Barabar and trade the wares we will find here. The men are cautious but the lust for gold has excited them and their blood is up.

Day 26

The air inside the ancient tomb was stale and bitter, we had to cover our faces with scarves. The desert sand covered everything, how it got this far into the pyramid who knows. I doubt anyone has disturbed these ancient stones in a thousand years. Our torches did little to illuminate the insides of the massive structure, it seemed that the darkness was constantly attempting to overwhelm us. The hieroglyphs of which other explorers have spoken covered the walls, adding to the alien menace of the tunnels. It was Marcus who set off the first of the devious traps that had been set by the architects of this dark hole. A hail of darts spat from hidden crevices within a wall. Marcus was dead in seconds, a vile green liquid oozing from his wounds. Still we pressed on. Schmit stepped through a shaft of light which shone through a crack in the high ceiling. Next, he and Helmut were crushed by falling stone blocks, I narrowly escaped with a well-timed leap. This now left just the four of us to continue – young Albrecht begged us to go back but the thought of riches was too strong in our minds.

And then there it was... our goal. Caskets lined the walls, surrounding a gigantic tomb in the middle of the chamber. All was bedecked in shining gold barely affected by the passing of years. And there were countless sparkling jewels, representing every colour of the rainbow. Forgetting caution, we rushed forward to begin prying loose the gems, and stripping off the gold. It was Albrecht who heard the caskets around us creaking open... His screaming was cut brutally short and in the half light we saw something fly through the air and land at our feet with a thud. I shone the torch at the floor and let out a fearsome gasp – I saw Albrecht's severed head at my feet, his face contorted in sheer terror. I ran as fast as I could and narrowly missed losing my own head to the swishing of a wickedly barbed blade. As I reached the doorway to the chamber I looked back for my colleagues and saw a horror I just cannot describe. Then I ran as fast as my legs could carry me until I left the accursed place. I fear that Hans and Dr. Rassbaum are now dead or worse.

Day 31

At least I believe it is day 31. I am nearly out of water, but I'm sure the nomad encampment is near, the Sheikh did say they would not be moving for another day yet. For days I have been wandering in the desert, but at least my pack is half-filled with gems. I cannot speak of what I saw. For what I saw in that pyramid... it chills me to the bone...

Extract from the diary of Max Feser, explorer and adventurer of great
renown,
bought at a bazaar in Al Haik.

By Nick Bate

Roll of Honour

The Khemri – Land of the Dead setting is the work of the mb_khemri internet mailing list. All of the following have contributed by writing articles and rules, reviewing and testing them and generally contributing ideas and discussions. It has been a truly international project.

Luke Bell	DPs, rules
Bowen Ash	Warbands, rules
Chris Manos	Rules, Army Builder files
Cyber	Rules
David Cecchinato	Rules, scenarios
Michael Yungbluth	Warbands
Exn	Rules
Shep Moore	Scenarios, rules
Teale Fristoe	Warbands, rules
Gert Joris	Rules
Steve Gibbs	Rules, equipment, warbands, scenarios
Nick Bate	Fiction, rules
Horacio Gonzalez	DP, rules
Jo-Herman Haugholt	DP, rules
Miguel K. Hidalgo Barnes	Rules
Jeff Hogg	Rules, scenarios
Steve Cornette	Rules
Jeff Visgaitis	Rules
James S. Mackay	Rules, articles
Roger Latham	Warbands, rules, scenarios

Tommy Punk Warbands, rules,
compilation, editing

Donato Ranzato Rules warbands

Robert Walker Warbands, rules,
scenarios

Sam Sedghi Scenarios, warband,
DP and HS

Terry Maltman HS, fiction, rules,
compilation, editing

Tom Strasz Rules, fiction

Brian Coggin Rules, editing

Rick Vegetta HS, Rules

Peter Long Rules, fiction

*Also the following who participated in
playtesting & running demo games*

Watford gaming group

Ryn Tyrr group

Hammersmith Gaming group

Nottingham Games Club
(now Warhammer World Games Club)

Michael Simpson (demonstrator)

David Maltman (demonstrator)

John Maltman (demonstrator)

